Meteor Swarm

9-level evocation

Casting Time: 1 action
Range: 1 mile
Duration: Instantaneous

Blazing orbs of fire plummet to the ground at four different points you can see within range. Each creature in a 40-foot-radius sphere centered on each point you choose must make a dexterity saving throw. The sphere spreads around corners. A creature takes 20d6 fire damage and 20d6 bludgeoning damage on a failed save, or half as much damage on a successful one. A creature in the area of more than one fiery burst is affected only once.

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